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These are the changes I made in the project to achieve the task. I have changed only Board.js functionally.

File - package.json

```
D: > shiptivitas-1 > package.json > {} scripts
1 {
2   "name": "yc-task1",
3   "version": "0.1.0",
4   "engines": {
5     "npm": "6.7.0",
6     "node": "11.10.0"
7   },
8   "private": true,
9   "dependencies": {
10    "bootstrap": "^4.2.1",
11    "dragula": "^3.7.2",
12    "jquery": "^3.3.1",
13    "popper.js": "^1.14.7",
14    "react": "^16.7.0",
15    "react-dom": "^16.7.0",
16    "react-scripts": "2.1.3"
17  },
18  "scripts": {
19    "start": "react-scripts start",
20    "build": "react-scripts build",
21    "test": "react-scripts test",
22    "eject": "react-scripts eject"
23  },
24  "eslintConfig": {
25    "extends": "react-app"
26  },
27  "browserslist": [
28    ">0.2%",
29    "not dead",
30    "not ie <= 11",
31    "not op_mini all"
32  ]
33 }
34
```

```
1 {
2   "name": "yc-task1",
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4   "engines": {
5     "npm": "6.7.0",
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10    "bootstrap": "^4.2.1",
11    "dragula": "^3.7.2",
12    "jquery": "^3.3.1",
13    "popper.js": "^1.14.7",
14    "react": "^16.7.0",
15    "react-dom": "^16.7.0",
16    "react-scripts": "2.1.3"
17  },
18  "scripts": {
19    "start": "react-scripts --openssl-legacy-provider start",
20    "build": "react-scripts build",
21    "test": "react-scripts test",
22    "eject": "react-scripts eject"
23  },
24  "eslintConfig": {
25    "extends": "react-app"
26  },
27  "browserslist": [
28    ">0.2%",
29    "not dead",
30    "not ie <= 11",
31    "not op_mini all"
32  ]
33 }
```

Added `--openssl-legacy-provider` because I was using Node v18.x and this project needed Node v16.x

File - Board.js

## #1 Delecration of Drake

```
8 constructor(props) {
9   super(props);
10  const clients = this.getClients();
11  this.state = {
12    clients: {
13-     backlog: clients.filter(client => !client.status || client.status
14-     inProgress: clients.filter(client => client.status && client.statu
15-     complete: clients.filter(client => client.status && client.status
16-   }
17- }
18
19  this.swimlanes = {
20    backlog: React.createRef(),
21    inProgress: React.createRef(),
22    complete: React.createRef(),
23  }
24
25  this.drake = Dragula();
26
27  this.swimlanes = {
28    backlog: React.createRef(),
29    inProgress: React.createRef(),
30    complete: React.createRef(),
31  }
32}
```

You, 25 minutes ago • task complete

#2 Added onMount lifecycle method; wanted to get containers and push it in Drake. I also added Drag conditions to change appropriate classes on the Card being dragged.

Here I first found the target, i.e., if it is backlog, in-progress, or completed. Then removed predefined classes for those swimlanes and added classes according to switch case.

```
componentDidMount() {
  document.querySelectorAll('.Swimlane-dragColumn').forEach((container) => {
    this.drake.containers.push(container);
  });

  this.drake.on('drop', (el, target, source, sibling) => {
    el.classList.remove('Card-grey');
    el.classList.remove('Card-green');
    el.classList.remove('Card-blue');
    const clients = this.getClients();
    clients.forEach((client) => {
      if (client.id === el.getAttribute('data-id')) {
        switch (this.drake.containers.findIndex((c) => c === target)) {
          case 0:
            el.classList.add('Card-grey');
            client.status = 'backlog';
            break;

          case 1:
            el.classList.add('Card-blue');
            client.status = 'in-progress';
            break;

          case 2:
            el.classList.add('Card-green');
            client.status = 'complete';
            break;

          default:
            break;
        }
      }
    });
  });
}
```